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1	BRS	L1	4123	(divid\$3 or separat\$3 or segment\$8) with (lumin\$8 or brightness or intensity or lightness) with (chrom\$8 or ((color or colour) adj differnce))	USPAT
2	BRS	L2	0	1 same ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	USPAT
3	BRS	L3	75	1 and ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	USPAT
4	BRS	L4	867	(divid\$3 or separat\$3 or segment\$8) with (lumin\$8 or brightness or intensity or lightness) with (chrom\$8 or ((color or colour) adj differnce))	US-PGPUB
5	BRS	L5	0	1 same ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
6	BRS	L6	1	4 same ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
7	BRS	L7	45	4 and ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
8	BRS	L8	155	(divid\$3 or separat\$3 or segment\$8) with (lumin\$8 or brightness or intensity or lightness) with (chrom\$8 or ((color or colour) adj differnce))	EPO
9	BRS	L9	1	8 and ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	EPO
10	BRS	L10	1641	(divid\$3 or separat\$3 or segment\$8) with (lumin\$8 or brightness or intensity or lightness) with (chrom\$8 or ((color or colour) adj differnce))	DERWEN T
11	BRS	L11	1	10 and ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	DERWEN T

	Type	L #	Hits	Search Text	DBs
12	BRS	L12	1672	(divid\$3 or separat\$3 or segment\$8) with (lumin\$8 or brightness or intensity or lightness) with (chrom\$8 or ((color or colour) adj differnce))	JPO
13	BRS	L13	0	12 and ((smooth\$3 or blur\$5 or sharpness) with (rate or unit adj2 area))	JPO


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Systems, Man and Cybernetics, Part C, IEEE Transactions on
Volume 29, Issue 2, May 1999 Page(s):298 - 307[AbstractPlus](#) | [References](#) | Full Text: [PDF](#)(1100 KB) IEEE JNL

IEEE STD IEEE Standard

**2. A color texture based visual monitoring system for automated surveillance**Paschos, G.; Valavanis, K.P.;
Autonomous Underwater Vehicle Technology, 1996. AUV '96., Proceedings of the 1996
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1	BRS	L5	6	(noise with (reduc\$8 or remov\$3)) same (wide with range with pixel)	USPAT	2004/08/05 23:23
2	BRS	L6	199	(noise near2 (reduc\$8 or remov\$3) smooth\$3 or blur\$3) same (lumin\$8 with edge)	USPAT	2004/08/05 23:26
3	BRS	L7	22	(noise near2 (reduc\$8 or remov\$3) smooth\$3 or blur\$3) same (lumin\$8 with edge with chrom\$8)	USPAT	2004/08/05 23:35
4	BRS	L8	1	(noise near2 (reduc\$8 or remov\$3) smooth\$3 or blur\$3) same (lumin\$8 with edge with chrom\$8)	EPO	2004/08/05 23:36
5	BRS	L9	1	(noise near2 (reduc\$8 or remov\$3) smooth\$3 or blur\$3) same (lumin\$8 with edge with chrom\$8)	DERWEN T	2004/08/05 23:36

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	58	(smooth\$3 or sharp\$8) same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	USPAT	2004/10/30 20:36
2	BRS	L2	1	(smooth\$3 or sharp\$8) same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	EPO	2004/10/30 20:35
3	BRS	L3	2	(smooth\$3 or sharp\$8) same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	DERWEN T	2004/10/30 20:35
4	BRS	L4	2	(smooth\$3 or sharp\$8) same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	JPO	2004/10/30 20:36
5	BRS	L5	1	smooth\$3 same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	JPO	2004/10/30 20:36
6	BRS	L6	29	smooth\$3 same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	USPAT	2004/10/30 20:37
7	BRS	L7	194	(smooth\$3 or low adj3 filter\$3) same (rate or (unit adj area)) same (chrom\$8 or color adj difference) same (lum\$9 or intensit\$6 or brightness)	USPAT	2004/10/30 20:39
8	BRS	L8	69	smooth\$3 with (chrom\$8 or color adj difference) with (lum\$9 or brightness)	USPAT	2004/10/30 20:41
9	BRS	L9	13	8 same (area or rate)	USPAT	2004/10/30 20:41

	Type	Hits	Search Text
1	BRS	1	(adaptiv\$3 with (noise adj2 remov\$3 or smooth\$3 or blur\$3))same chrom\$8 same lum\$8
2	BRS	3767	(noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3)same chrom\$8 same lum\$8
3	BRS	359	noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3)same chrom\$8 same lum\$8 same(edge or contour
4	BRS	359	noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3)same chrom\$8 same lum\$8 same(edge or contour
5	BRS	834	(noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3) same (lum\$8 with (edge or contour))
6	BRS	677	(noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3) same (lum\$8 with edge)
7	BRS	288	((noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3) same (lum\$8 with edge)) and chrom\$8
8	BRS	195	((noise adj2 remov\$3 or smooth\$3 or blur\$3 or filter\$3) same (lum\$8 with edge)) and chrom\$8) and 348/\$7.ccls.
9	BRS	308	(noise adj2 remov\$3 or smooth\$3 or blur\$3) same (lum\$8 with edge)
10	BRS	55	((noise adj2 remov\$3 or smooth\$3 or blur\$3) same (lum\$8 with edge)) and 348/\$7.ccls.
11	BRS	18	(noise adj2 remov\$3 or smooth\$3 or blur\$3) same (lum\$8 with edge with chrom\$8)